

Trade & Industrial Education
Course: Visual Art and Design
Course Code # 5759
1 Credit

School Year _____

Term: ____ **Fall** ____ **Spring**

Student:	Grade:
Teacher:	School:
Number of Competencies in Course: 49	
Number of Competencies Mastered:	
Percent of Competencies Mastered:	

STANDARD 1.0: Students will relate and apply artistic knowledge, skills, and techniques to the production of various projects.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Demonstrate design and layout techniques.			
1.2	Create simple illustrations.			
1.3	Compare a variety of historical and cultural contexts used in works of art.			
1.4	Evaluate the range of subject matter, symbols, and ideas presented in works of visual art.			
1.5	Demonstrate development of drawings applying elements of line, shape, texture, and value to create form and space.			
1.6	Apply media techniques and processes with sufficient skill, confidence, and sensitivity to achieve identified goal.			

STANDARD 2.0: Students will solve industry-related problems utilizing materials, time, facilities, equipment, budgeting, and human resources.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Analyze the role of visual art and design in business, industry, technology and the community.			
2.2	Demonstrate knowledge of software related to the industry and the need to continuously update to be current in visual art and design.			
2.3	Apply knowledge of two-and three-dimensional drawings.			
2.4	Demonstrate the ability to create, retrieve, edit, and use symbol libraries.			
2.5	Demonstrate the ability to plot or print a drawing using proper layout and scale.			
2.6	Apply art elements to design for marketing purposes.			
2.7	Demonstrate the ability to prepare a budget for art equipment, materials, and personnel.			

STANDARD 3.0: Students will produce artistically pleasing photographs for use in management and marketing.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Demonstrate ability to operate cameras and other photographic instruments used in industry.			
3.2	Demonstrate the principals of fundamental art forms in photographs.			
3.3	Translate artistic concepts into a format that can be presented to others.			
3.4	Determine products, audience, distribution area, and price point.			

STANDARD 4.0: Students will demonstrate knowledge and skills of visual art and design in relation to history and cultures.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Exhibit knowledge of the history of visual art and design and its impact on society.			
4.2	Evaluate technological and scientific advances in the visual art and related disciplines included in the visual art and design industry.			
4.3	Analyze common and divergent characteristics of art and applied art evident across time and among cultural groups.			
4.4	Compare the power of visual art to communicate universal concepts.			

STANDARD 5.0: Students will demonstrate a comprehension of materials, technologies, and media that are utilized within commercial and residential architecture and interior design.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
5.1	Apply the language of various materials, technologies, and media used in an architectural design and interior design.			
5.2	Assess factors associated with the selection, use, and care of interior furnishings for commercial and residential use.			
5.3	Locate and evaluate information regarding commercial and home interiors.			
5.4	Examine and evaluate career opportunities related to architectural design and interior design.			

STANDARD 6.0: Students will demonstrate knowledge of ethics related to commercial and residential, visual art, design, applied art, architecture, interior design, and photography.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
6.1	Demonstrate work ethics that include integrity, honesty, loyalty, and perseverance to be accepted for the visual art, applied art, printing and photography industries.			
6.2	Research benefits and consequences resulting from the practice of business ethics when working with customers.			
6.3	Demonstrate benefits and consequences resulting when decisions related to customer needs and services are based on ethical principles.			
6.4	Illustrate benefits and consequences resulting from the practice of work ethics when completing activities to the standard required by industry and by law, regardless of the situation.			

STANDARD 7.0: Students will demonstrate skills necessary for safety and environmental protection in visual art, design, printing, and photography.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
7.1	Research safe work habits and procedures related to the application of visual art, design, printing, and photography.			
7.2	Select and safely apply appropriate technologies in visual art, design, printing, and photography.			
7.3	Identify health-related problems, which may result from exposure to work related chemicals and hazardous materials.			
7.4	Pass with 100 % accuracy a written examination relating to safety issues.			
7.5	Pass with 100% accuracy a performance examination relating to safety.			
7.6	Maintain a portfolio record of written safety examinations and equipment examinations for which the student has passed an operational checkout by the instructor.			

STANDARD 8.0: Students will research and apply knowledge of legal issues within the art industry.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
8.1	Apply comprehension of contracts to work in areas of visual art, design, and photography.			
8.2	Comprehend copyright laws and their application to visual art, design, and photography.			
8.3	Research the following issues that impact the industry: First Amendment, Freedom of Information Act, libel, slander, and relevant state statutes.			
8.4	Research legal responsibilities associated with the use of the Internet as required by federal government agencies.			

STANDARD 9.0: Students will evaluate career opportunities and career paths within the information technology industry.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
9.1	Develop a profile of career opportunities.			
9.2	Develop a personal education-career roadmap.			
9.3	Project future career opportunities within the information technology industry.			

STANDARD 10.0: Students will demonstrate employability skills.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
10.1	Access and process technical information from a variety of sources to support lifelong creative and critical thinking, problem solving, decision making, and communications.			
10.2	Display organizational skills including following a work schedule, meeting deadlines, maintaining a clean and orderly work area, working on multiple tasks simultaneously, maintaining inventory, storing equipment in appropriate locations.			
10.3	Exhibit a professional manner, teamwork abilities, and job procurement skills.			

STANDARD 11.0: Students will demonstrate leadership, citizenship, and teamwork skills required for success in the school, community, and workplace.

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
11.1	Incorporate positive leadership skills in school, community, and work-related activities.			
11.2	Participate in Skills-USA-VICA as an integral part of the classroom instruction.			
11.3	Assess situations in the visual art, design, printing, and photography industry and develop a presentation offering solutions or improvements.			
11.4	Serve in leadership positions in the school and community.			

Additional Comments _____